

ATARI 7800™ Game Manual



Knights Bird

There are alien species, and then there are Alien Worlds! Who could have predicted that you'd ever find yourself this far from home, astride an alien ostrich under attack by bird-alien seagulls!

Getting Started

1. Insert the **Joust™** cartridge into your **ADAM™ 1600™** Pro-System as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward, or press **[Select]** to choose a one- or two-player game. In a two-player game, the Knights sometimes battle the opponents together, and sometimes battle both the opponents and each other.
4. Move the controller handle to the left or right to choose a difficulty level: **Beginner**, **Intermediate**, **Advanced**, or **Expert**.
5. Use the controller handle to move your bird left and right.

The longer you hold the handle to the side, the faster the bird moves. Press the controller button repeatedly to make him fly.

6. Press **[Pause]** to pause a game, press it again to resume play.

Playing the Game

As a one-person Knight, you ride an ostrich into combat, beginning the game with five lives. For each 20,000 points you score, you earn an extra life.

Your opponents are the Buzzard Riders. There are three types, each more fearsome than the one before. The **Scourer** (first fearsome) wears red, the **Hunter** wears gray, and the **Shadow Lord** (most fearsome) wears blue. The Buzzard Riders attack in waves.

Both you and the Buzzard Riders start at the top of the ledge in the gray square on top of the ledge. Until a bird and rider fully materialize, they're protected from attack. Once moving,

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they become fair game for a joust, in which one mounted knight attacks another. The winner of a joust is the rider whose mount is highest at the moment of contact. If the mounts are at the same level, the joust is a draw.

If you lose a joust, you lose a life, and you materialize again (if you have lives remaining) in a gray space. If your opponent loses, he suddenly senseless mount lays an egg in frustration.

The egg then falls through space until it comes to rest on a ledge, or falls into the lava and is destroyed. If it's on a ledge, pick it up quickly, or it will hatch another opponent at the Intermediate level, and an even more menacing opponent at the Advanced and Expert levels.

Sometimes a fast-moving Pterodactyl tries to eat you. To save yourself, you must be quick and precise, landing the opponent in the mouth.

Beneath the lowest ledge lives the Troll of the Lava Pit. After the second wave of attacking Bussard Riders, the Troll's fire burns away the bridges that keep

the jousters safe from him. Any jouster who falls into the Lava Pit dies. If you fly too near the Pit, the Troll's hand reaches out and drops you toward the deadly lava (except at the Beginner level). If the Troll captures you, you may be able to escape by flying away fast and breaking his grip.

When you've conquered all your opponents and picked up all the eggs in a wave, a new wave with new monsters begins. The waves are:

Survival Wave—If you make it through this entire wave without losing a life, you earn 3000 extra points.

Egg Wave—All your opponents start as eggs. Eat the egg quickly before they hatch.

Ferry Wave—This wave starts with the marauding Pterodactyl on the screen.

Team Wave (2 players)—If neither player attacks the other, both earn 3000 points.

Gladiator Wave (2 players)—The first player to smash the other earns 3000 points.

Scoring

Unroasting a Gladiator Rider



Boulder 500 points



Hunter 750 points



Shadow Land 1100 points

Picking Up Eggs

First egg per round 250 points

Second egg per round 500 points

Third egg per round 750 points

Fourth or more eggs per round 1000 points

Egg grabbed in ride! 500 bonus points

Displaying Skill

Surviving Survival Wave 3000 points

Cooperating in Team Wave 3000 points

Unroasting other player in Gladiator Wave 3000 points

Unroasting other player at other times 2000 points

Destroying a Heterodyne 1000 points

Losing a life 50 points

You earn an extra life for every 20,000 points you score. Each player's current score and number of lives left are shown at the bottom of the screen. Player 1 on the left and Player 2 on the right. No more than four lives can be shown, even if more have been earned. Final scores remain on screen during the demonstration sequence that follows each game.



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